

## **CLAIM AMENDMENTS**

### **Claim Amendment Summary**

#### **Claims pending**

- Before this Amendment: Claims 1-22
- After this Amendment: Claims 1-22, 46-54

#### **Non-Elected, Canceled, or Withdrawn claims 23-45**

**Amended claims: 1**

**New claims: 46-54**

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**Claims:**

**1. (Currently Amended)** A ~~processor~~computer-readable ~~storage~~  
medium having processor-executable instructions that, when executed by a  
processor, performs a method comprising:

determining where a dynamic embedded-signal detection program module  
("detector") receives a subject input stream for the detector to perform detection  
thereon to determine if the stream has an embedded-signal therein;

interfering with clear reception of the subject input stream, thereby  
hindering detection by the detector.

**2. (Original)** A medium as recited in claim 1 further comprising  
observing the detector in a processor-readable memory of a computer to  
determine its location in such memory.

**3. (Original)** A medium as recited in claim 1, wherein the interfering  
comprises adjusting "play-rate" of the incoming stream.

**4. (Original)** A medium as recited in claim 1, wherein the interfering  
comprises introducing a countersignal into the incoming stream.

**5. (Original)** A medium as recited in claim 1, wherein the interfering comprises introducing noise into the incoming stream.

**6. (Original)** A medium as recited in claim 1 further comprising maintaining the interfering while the input stream is being consumed.

**7. (Original)** A medium as recited in claim 1, wherein the type of the subject input stream is selected from a group consisting of image, audio, video, multimedia, software, metadata, and data.

**8. (Original)** A computing device comprising:  
an input device for receiving one or more input streams;  
a medium as recited in claim 1.

**9. (Original)** A method facilitating circumvention of dynamic, robust, embedded-signal detection, the method comprising:

determining where a dynamic embedded-signal detection program module ("detector") receives a subject input stream for the detector to perform detection thereon to determine if the stream has an embedded-signal therein;

interfering with clear reception of the subject input stream, thereby hindering detection by the detector.

**10. (Original)** A method as recited in claim 9 further comprising observing the detector in a processor-readable memory of a computer to determine its location in such memory.

**11. (Original)** A method as recited in claim 9 wherein the interfering comprises adjusting "play-rate" of the incoming stream.

**12. (Original)** A method as recited in claim 9, wherein the interfering comprises introducing a countersignal into the incoming stream.

**13. (Original)** A method as recited in claim 9, wherein the interfering comprises introducing noise into the incoming stream.

**14. (Original)** A method as recited in claim 9 further comprising maintaining the interfering while the input stream is being consumed.

**15. (Original)** A method as recited in claim 9, wherein the type of the subject input stream is selected from a group consisting of image, audio, video, multimedia, software, metadata, and data.

**16. (Original)** A computing device comprising one or more processor-readable media having processor-executable instructions that, when executed by the computer, perform the method as recited in claim 9.

**17. (Original)** A system facilitating circumvention of dynamic, robust, embedded-signal detection, the system comprising:

a memory-location determiner configured to determine where a dynamic embedded-signal detection program module ("detector") receives a subject input stream for the detector to perform detection thereon to determine if the stream has an embedded-signal therein;

an interferer configured to interfere with clear reception of the subject input stream, thereby hindering detection by the detector.

**18. (Original)** A system as recited in claim 17, wherein the memory-location determiner is further configured to observe the detector in a processor-readable memory of a computer to determine its location in such memory.

**19. (Original)** A system as recited in claim 17, wherein the interfering comprises adjusting "play-rate" of the incoming stream.

**20. (Original)** A system as recited in claim 17, wherein the interferer is further configured to introduce a countersignal into the incoming stream.

**21. (Original)** A system as recited in claim 17, wherein the interferer is further configured to introduce noise into the incoming stream.

**22. (Original)** A system as recited in claim 17, wherein the type of the subject input stream is selected from a group consisting of image, audio, video, multimedia, software, metadata, and data.

**23-45. (Canceled)**

**46. (New)** A computer-readable storage medium having computer-executable instructions that, when executed by a computer, performs a method for facilitating circumvention of watermark detection, the method comprising:

determining where, in a processor-readable memory, a dynamic watermark detection program module ("watermark detector") receives a subject input stream for the watermark detector to perform watermark detection thereon to determine if the subject input stream has a watermark therein;

observing the watermark detector in the processor-readable memory of a computer to determine its location in such memory;

interfering with clear reception of the subject input stream, thereby hindering detection by the watermark detector, wherein the interfering comprises adjusting "play-rate" of the input stream.

**47. (New)** A method for facilitating circumvention of dynamic, robust, embedded-signal detection, the method comprising:

observing a dynamic embedded-signal detection program module ("dynamic detector") in a processor-readable memory of a computer configured to dynamically detect watermarks in an input stream,

based upon the observing, determining a location where, in the processor-readable memory, the dynamic detector receives a subject incoming stream for the dynamic detector to perform embedded-signal detection thereon to determine if the subject incoming stream has an embedded-signal therein; and

interfering with clear reception of the subject incoming stream, thereby hindering embedded-signal detection by the dynamic detector, wherein the interfering comprises adjusting "consumption-rate" of the incoming stream.

**48. (New)** A system for facilitating circumvention of dynamic, robust, embedded-signal detection, the system comprising:

a memory-location determiner configured to determine where, in a memory, an embedded-signal detection program module ("detector") receives a

subject input stream for the detector to perform detection thereon to determine if the subject input stream has an embedded-signal therein and further configured to observe the detector in a processor-readable memory of a computer to determine its location in such memory;

an interferer configured to interfere with clear reception of the subject input stream, thereby hindering detection by the detector, wherein the interfering comprises adjusting the incoming rate for the input stream.



**49. (New)** A computer-readable storage medium having computer-executable instructions that, when executed by a computer, performs a method for facilitating circumvention of watermark detection, the method comprising:

determining where, in a memory, a dynamic watermark detection program module ("watermark detector") receives a subject input stream for the watermark detector to perform watermark detection thereon to determine if the subject input stream has an embedded-signal therein;

interfering with clear reception of the subject input stream, thereby hindering watermark detection by the watermark detector, wherein the interfering comprises introducing a countersignal, the countersignal modifying the reception by introducing a noise countersignal.

**50. (New)** A method facilitating circumvention of dynamic, robust, embedded-signal detection, the method comprising:

determining where, in a processor-readable memory of a computer configured to dynamically detect an embedded-signal in an input stream, a dynamic embedded-signal detection program module ("dynamic detector") receives a subject incoming stream for the dynamic detector to perform detection thereon to determine if the subject incoming stream has an embedded-signal therein;

interfering with clear reception of the subject incoming stream, thereby hindering detection by the dynamic detector, wherein the interfering comprises modifying the reception by introduction of a noise countersignal into the incoming stream.

**51. (New)** A system facilitating circumvention of dynamic, robust, embedded-signal detection, the system comprising:

a memory-location determiner configured to determine where, in a memory, an embedded-signal detection program module ("detector") receives a subject incoming stream for the detector to perform detection thereon to determine if the incoming stream has an embedded-signal therein;

an interferer configured to interfere with clear reception of the subject incoming stream, thereby hindering detection by the detector, wherein the interferer is further configured to modify the reception by introducing a countersignal into the incoming stream.

**52. (New)** A computer-readable storage medium having computer-executable instructions that, when executed by a computer, performs a method for facilitating circumvention of watermark detection, the method comprising:

determining where, in a memory, a dynamic watermark detection program module ("watermark detector") receives a subject input stream for the

watermark detector to perform watermark detection thereon to determine if the subject input stream has an embedded-signal therein;

interfering with clear reception of the subject input stream, thereby hindering watermark detection by the watermark detector; and

maintaining the interfering while the subject input stream is being played.

**53. (New)** A method facilitating circumvention of dynamic, robust, embedded-signal detection, the method comprising:

determining where, in a processor-readable memory of a computer configured to dynamically detect an embedded-signal in an input stream, a dynamic embedded-signal detection program module ("dynamic detector") receives a subject incoming stream for the dynamic detector to perform detection thereon to determine if the incoming stream has an embedded-signal therein;

interfering with clear reception of the subject incoming stream, thereby hindering detection by the dynamic detector; and

maintaining the interfering while the incoming stream is being presented.

**54. (New)** A system facilitating circumvention of dynamic, robust, embedded-signal detection, the system comprising:

an input device configured to receive one or more input streams;

a memory-location determiner configured to observe a dynamic watermark detection program module ("watermark detector") in the processor-readable memory of a computer to determine its location in such memory, the memory-location determiner being further configured to determine where, in the processor-readable memory, the watermark detector receives a subject input stream for the watermark detector to perform watermark detection thereon to determine if the subject input stream has an watermark therein;

an interferer configured to interfere with clear reception of the subject incoming stream, thereby hindering detection by the watermark detector, the interferer being further configured to interfere by one or more interference actions, the interference actions being selected from a group consisting of:

adjusting play-rate of the incoming stream;

adjusting "consumption-rate" of the incoming stream;

introducing a countersignal into the incoming stream;

introducing noise into the incoming stream; and

the interferer being further configured to maintaining interference while the subject input stream is being consumed.